



UBISOFT



WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received,
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

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FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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BASIC CONTROLS



INTRODUCTION

Not long ago, in the kingdom of Gothicus, humans and fairies gathered in the halls of the royal castle. On that day, the king and his beloved were wed. They promised each other a life of everlasting love and happiness together. But this was not to be...

A swift and terrible illness claimed the queen and drove the king into a fearsome rage. He staunchly refused to accept her death and, against the wisdom of his advisors, employed dark arts that seized the queen's spirit, removing her from the afterlife and into the land of the living once more. In doing so, the barrier between Gothicus and the world of darkness had inadvertently been ruptured.

The queen's eyes flickered open. Something inside of her had changed – she wore the guise of her

previous life but her chest bore the beating, black heart of evil. The king's face froze with shock and confusion as she plunged her dagger into his heart. Then darkness flooded the land.

Today, his cries are still heard echoing on ill winds which carry across the remains of the human and fairy world.

It has been deemed that only the king can right this wrong; he must restore faith during our darkest hour.

Rise from your slumber, King of Gothicus. Take up arms. The people await your return...

You Are the King

The land of Gothicus has fallen into darkness. As the King, you have been resurrected by the fairies to liberate your kingdom from the clutches of evil. Your

journey will take you across the land and deep into Castle Gothicus, your former home, where you must confront the sinister Dark Queen.

STARTING A NEW GAME

- a) Launch the game by tapping the gate on the LiveArea™ screen.
- b) In the Main Menu, select the Story mode.
- c) Next, select the first option, Play Single-Player.
- d) You will proceed directly to the Character Creation menu.

Here you will select a character class and give him a name.

- e) Press the left or right buttons to toggle between

the three classes: Warrior, Rogue, and Mage. Alternatively, you can tap the left and right arrows on the touchscreen.

- f) Select a specific class and press the  button to confirm your selection.

Alternatively, you can tap the class itself.

- g) Next you will need to enter a name for your new character.

- h) When you are done, highlight the Continue option and press the circle button. Alternatively, you can tap on it.

CONTROLS

 button: Attack

DUNGEON HUNTER: ALLIANCE

□ button: Skill 1

△ button: Skill 2

○ button: Skill 3

L button: Potion

R button: Interact

↑: Swap skill set

↓: Swap weapon set

Left stick: Walk/Run

Right stick: Move fairy

SELECT button: Character menu

START button: Pause menu

Touchscreen:

Touch to control menus

Pinch in to zoom out

Pinch out to zoom in

Double-tap to activate fairy spell

Rear touch pad: Drag your finger to move the fairy

Motion sensor function:

Shake the PlayStation®Vita system to recover from stun, fear, and confuse

Shake the PlayStation Vita to speed up resurrection of allies

Mini-Map

Touch the mini-map to open the full map. Once opened, drag your finger on the touchscreen to move the map.

LOCATION DESCRIPTIONS

Catacombs

The Royal Catacombs are located close to the original human settlement of Thamos. While the Royal Throne was moved to Gothicus decades ago, the Catacombs remain in their original location. Every year, citizens make a pilgrimage to this site.

Thamos Village

All that remains of Thamos, the original human settlement, has now become a peaceful village.

Its citizens live off of the land and trade with the numerous traveling merchants who wander these regions.

South Road

As the main trade route of the Southern Kingdoms, this well-traveled road is home to marauding bandits. As a result, many mercenary outfits have been formed to escort merchants across this dangerous area.

Cathedral

The Thamos Cathedral, site of the first meeting between Man and Fairy. It is where Man learned about the existence of Fairies and their role in the cycle of life. To this day, the biggest Holy Celebrations are held in this Cathedral.

Mill

One of the many windmills used by farmers and craftsmen. Each windmill site is chosen by holy men and mystics. They are always built where Earth magic is found to be the strongest.

Stone Bridge

The only land-link between the Southern and Northern lands, the Stone Bridge is an imposing sight atop a high pass. Built of ancient stone, it has withstood time, weather, and war. Grotesque features and dark eyes adorn its sculpted gargoyle guardians.

Lord Plenko's Domain

The House of Plenko is second in line to the Gothicus Throne. It has been shown time and time

again that obtaining support from the House of Plenko – historically a very influential House – is the first step to gaining the Gothicus Crown.

Jeremo Town

Jeremo is a bustling trade town that supplies most of the land with goods and imports from faraway lands. Metal items of all kinds come out of the Jeremo forges daily and anything can be found in the Harbor's dark back alleys... for a price.

Jeremo Forge

Heated by an underground volcanic fissure, the Jeremo Forge supplies most of the land with weapons, tools, and luxury goods. The Gothicus Crown is said to have been created by Fairykind within this very Forge.

Lava Cave

Fairykind claims that these lava pits are the birthplace of the first of the Fire Fairies and as such, hold this place in reverence. Strong elemental magics linger in these caves and have been known to seep up to the surface.

Jeremo Barracks

Centrally located, these barracks house a considerable force of Royal Guards. These guards are on permanent alert, ready to respond to any and all threats. The commander of this force is usually handpicked by the Royal Family.

Darkwood

Gnarled trees and ferocious creatures can be found at every turn in Darkwood. Few travelers dare to

face its dangers at night; some say that bestial howls can be heard through the trees when the moon is high in the night sky.

Ancient Castle

Kardair used to stand proud atop the Northern Mountains. Once a place of learning and knowledge, it was destroyed centuries ago when the Royal Family denounced the Kardair Scholars as heretics. What ancient knowledge do these ruins contain? Many wonder, but few have dared to find out.

Royal Castle

The Royal Castle completely dominates Gothicus city, built by the toil of slaves and enchanted with the help of dark magics. As such it has withstood the test of time, surviving hostile armies and

housing the Royal Family for as long as anyone can remember.

ATTRIBUTES AND SKILLS

Attributes: As your character gains experience and achieves new levels, you will receive Character Points to place in one of the four following attributes. These attributes increase different aspects of your character.

Strength is your character's ability to wear heavy armor and increases the damage bonus with melee weapons. This attribute is essential for Warriors.

Dexterity is your character's ability to use bows, daggers, and swords. It increases the damage bonus with these weapons and also increases your character's chances of dealing critical damage with

all weapons and skills. Dexterity also improves your defense and ability to dodge enemy attacks. This is the favored attribute for Rogues.

Endurance is your character's ability to resist melee attacks. It increases your character's health and health regeneration as well as your chances of blocking melee attacks. Endurance also improves your stability in combat by reducing the chances of being pushed.

Energy is your character's ability to use your character skills. It increases your total mana and mana regeneration rate as well as increasing the damage of your skills. Mages need to put a lot of points into this attribute.

Skills: Each class has its own skill set, allowing you to customize your character to fit your playing style.

DUNGEON HUNTER: ALLIANCE

New skills are unlocked every four levels while you gain a skill point for every level you advance. You can put a maximum of five points in each skill on Hero difficulty; on Legend, the maximum is raised to 10.

Passive Skills: Note that some skills don't need to be assigned to a button. They are automatically used by your character when you spend points on them.

Multiplayer Skills: Some skills affect your whole team. This happens automatically when you use the skill on yourself.

Respec: If you change your mind about a character's skills, you can visit the wise men in the towns and they'll refund your skill and attribute points so that they can be re-assigned. For a price, of course.

STATS

Level: Represents your character's overall power.

Experience (XP): The amount of experience points your character has gained for the current level.

HP: These are your character's health points. When HP falls to 0, your character dies.

MP: These are your character's mana points. MP can be spent to use class skills.

DUNGEON HUNTER: ALLIANCE

RH Damage/LH Damage: This is the damage your character deals with the weapons currently equipped in right and left hands.

Armor: This is the total armor value of all your character's equipped gear.

Damage Reduction: This is the amount by which all physical damage is reduced.

Critical Chance: Represents your character's average chances of dealing double damage with a successful melee attack.

Dodge: Represents your character's ability to avoid melee attacks.

Block: Represents your character's average chances of blocking attacks. Damage taken is greatly reduced on a successful block.

Skill Power Bonus: Represents a bonus you receive when using skills. Approximately one additional point of damage is done per point of skill power bonus. This bonus applies to the skills of all character classes.

Magic Resistances: Represents the amount of magical damage resisted when struck by damage-dealing magic abilities.

Damage Bonuses: Indicates the additional damage you can do with certain weapons.

HP and MP Regeneration: Represents the amount of HP and MP your character recovers every second.

HP/MP Per Kill: The amount of HP and MP you recover with each kill you make.

Gold/Magic Finding: Increases your chances of finding more gold and better treasure.

FAIRIES

Fairies: They are the source of magic in the realm. Every fairy is bound to one of the five elements: fire, air, water, earth, or lightning. Equipping a fairy allows you to use her powers in battle. You can only equip one fairy at a time.

Resurrection: Fairies have the power to resurrect your dead friends. Just approach the corpse and press the button assigned to interact, but remember: you will be vulnerable during this time. You can speed up the resurrection of allies by shaking the PlayStation Vita.

Attacking with the Fairy: The fairy is now under your control! To activate the fairy, simply drag your finger on the rear touch pad to guide the fairy in any direction you wish. Alternatively, you can use the right stick.

Position the fairy near a group of enemies as your targets. Now quickly double-tap the touchscreen to unleash the deadly Fairy Spell! This technique is perfect if you want to take down enemies with the least amount of exposure to yourself.

Treasure Detection: In Gothicus, not all of the treasure is in plain sight. Some valuable items such as weapons and crystals could be buried in the ground. When your fairy is close to an area with buried treasure like this, she will begin to flash rapidly to get your attention. Take control of her by using the right stick or the rear touch pad.

Pay close attention as your fairy is giving you clues. The closer she is to the right spot, the quicker she will flash! Once she is hovering over the right spot, a light from the treasure will appear out of the ground. To dig up the treasure, walk up to this spot and press the R button.

One last thing: In order to find valuable currency

such as crystals, this is the only method by which you can obtain them. Dig up crystals and then present them to the crystal barons in the nearest town.

ITEMS

Inventory: Items are stored in your inventory. If it is full, you can no longer pick up items. You will need to transmute some or sell them to a merchant. If another player's inventory is full, it is impossible to give him an item.

Weapons and Armor: Weapons are right-handed, left-handed, and two-handed. You can wear armor on your torso, feet, hands, head and waist, as well as have rings on your fingers.

DUNGEON HUNTER: ALLIANCE

Requirements: Every weapon or piece of armor has requirements for use. Requirements can be met by increasing the appropriate attributes with the points awarded when gaining a new level.

Magical Properties: Properties increase one or more of your character's attributes. The color of the item's name indicates the number of magical properties the item has:

White = No magical properties

Green = 1 magical property

Blue = 2 magical properties

Purple = 3 magical properties

Gold = 4 magical properties

Red = Enhanced magical properties (these items are only found in the Pit of Trials!)

Crystals: More valuable than gold, these crystals are highly sought after even during troubled times in Gothicus! More specifically, it is the crystal barons who desire them for they are not adventurers themselves. At least one crystal baron can be found in any town.

All crystals are buried in the earth, so you will need the help of your fairy to find out where they are hidden. Use the treasure detection method to seek out dig spots and unearth as many crystals as you can. Finally, bring your crystals to the crystal baron and he will exchange them for something very valuable!

Multiplayer: Items are dropped in round-robin, meaning that items will be given to each player in his turn. The color of the bar behind the item name matches the player's HUD color. You can also choose to give items to other players. This will drop the item so that only that player can pick it up.

QUEST JOURNAL

Quest Log: Your quests are tracked in your Quest Journal. It will tell you where you need to go and what you need to do next to progress in your adventure.

Main quests are in green, they advance the story.

Sub-quests are in white and while you do not need to complete them to finish the game, they will provide you with experience points and extra treasure.

Completed quests are in gray.

Multiplayer: In a multiplayer game, if the host's progress is different from your own, you will not be able to complete any quests.

ANCIENT ARTIFACTS

Shrines are powerful statues that give bonuses to you and your allies for a limited time.

Crossed sword and staff give you a damage bonus.

Infinity symbols give you infinite mana.

XP gives you bonus experience for all kills.

Winged shoes give you a speed boost.

Potion Dispensers: These are located throughout the world, allowing you to purchase potions.

Lore: Found in pages, books, and monuments throughout the world, they will tell you some of what's going on in the world of Gothicus.

Teleporters: Located in quest hubs, you can travel between them to visit areas to hand in quests or resupply.

Pit of Trials

The Pit of Trials is a special mode which you must unlock with a character of Level 25 or higher. In this long-forgotten battle arena, your objective is to

survive waves of horrid monsters and enemies as they attack you relentlessly.

First you arrive at the entrance called the Pit Mouth. There you can make preparations and fill up on potions. Purchase items from the mysterious Battle Master beside the pit teleporter to increase your chances of survival. Make sure you are well prepared before you go: once you step into the teleporter, you will be thrust into the pit itself and there is no turning back!

As you battle the monsters, keep an eye out for dropped items. Some of these could be the infamous 'red weapons' that were forged long ago in the pit, so watch carefully!

Should you be defeated, your character will return to the Pit Mouth to recuperate. Any other items that

you do not want to keep can be sold to the Battle Master.

Also, you don't have to face these horrors alone; you can round up your friends and take on the challenge in cooperative multiplayer. See the Multiplayer help section for more details on how to set this up.

Test your skills and see if you have what it takes to survive the Pit of Trials...

MULTIPLAYER

Online/Ad Hoc: Multiplayer games can be played over local Wi-Fi or PlayStation®Network. You can use the same characters in local and online games.

Joining: It is easy to join a game already in progress

just by searching for games that fit your criteria. First you must select either Story mode or the Pit of Trials (which must be unlocked first). During Story mode, players can complete quests together if they are in the same Act. But if your quest progress conflicts with the host's, your quest progress will not be saved. However, you will be able to keep all experience and items collected in the game. Note that only the host is able to initiate location changes in the game.

Hosting

Access: Public games are open to anyone who matches your other settings, while Friends Only games require an invitation from the host. Slots in the game can be reserved for local players or for Friends.

DUNGEON HUNTER: ALLIANCE

Difficulty: Decide whether you will be playing on Hero or Legend difficulty. Your character must complete Hero to unlock Legend mode for that character.

Max Level Difference: This will only allow players into the game who are within a certain number of levels of the host. However, a player who is already in the game will not get kicked out if the level limit is exceeded.

Managing Players

Kick: If a player is causing problems or idling excessively in your game, the host has the ability to kick them out.

Competing: Medals appear next to the player's name in the HUD when they are in the lead in a category. The statistics are reset for every new play session that's started, giving everyone equal footing.

Skull: Has killed the most enemies and monsters.

Crossed Swords: Has done the most damage with a single attack.

Purple Swirl: Has stunned, scared or slowed the most enemies and monsters.

Gold Shield: Has taken the most damage.

Dollar Sign: Has scavenged the most gold.

Heart: Has healed the most (himself and his allies).

LEADERBOARDS: STORY & PIT OF TRIALS

The leaderboards are where players can compare their stats against those of players from around the world. You can check how your best character ranks, or how fast your quickest walkthrough of the game really was, and more. There is also a section where you can check out how far other players have made it inside the Pit of Trials.

OPTIONS

Sound FX: Change the volume of the sound effects.

Music: Change the volume of the music.

Auto-Transmute: To better manage your inventory, you can set a threshold level for items. Items equal to or below the threshold are automatically transmuted into gold when they are picked up.

Combat Text: You can see exactly how much damage you are doing with each hit as well as the damage being done to you and the amount of XP earned with each kill.

For more information on this game,

please visit

(insert publishers URL)

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